# NewsRelease

National Aeronautics and
Space Administration
**Langley Research Center**
Hampton, Virginia 23681-2199

Kimberly W. Land
(Phone 757/864-9885, 757/344-8611 mobile)
k.w.land@larc.nasa.gov

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## NASA VIDEO COMPETITION CHALLENGES STUDENTS TO THINK SCIENCE

NASA Langley's Center for Distance Learning, in cooperation with Christopher Newport University and with funding from the Institute of Electrical and Electronic Engineers (IEEE), announces the VINNY™ award. The award is named in honor of Leonardo Da Vinci for his use of science, technology, engineering, and mathematics to solve human problems.

The video competition is designed to increase awareness of science, technology, engineering, and mathematics (STEM) for students in grades K-12. The competition challenges teams – made up of three students, a teacher and a mentor – to identify and research a global problem and discover ways that STEM can be used to solve it. Teachers can use the competition to supplement curricula as it supports national standards of learning.

Teams submit a one-minute video explaining the problem and their solution. Submissions are accepted in both English and Spanish in the following categories: elementary school level - grades K-5; middle school level – grades 6-8: and high school level – grades 9-12. Registration is open through October 31, 2003. Deadline for video submission is March 15, 2004. Prizes and recognition for schools, students, and teachers will be awarded in each category.

The winning videos will be featured on the NASA Kids Science News Network™ web site. NASA's KSNN™ is designed for kids in grades K-5, but can be used by students, educators, parents, or anyone who wants to know how and why things work and what makes things happen. KSNN™ is produced by NASA Langley's Center for Distance Learning at NASA Langley Research Center, Hampton, Va.

For more information about other distance learning programs, visit:

**http://dlcenter.larc.nasa.gov**

For more information on how to become a mentor, competition rules, and registration, visit:

**http://vinny.pcs.cnu.edu**

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